

University of Nevada, Las Vegas
Center for Gaming Research Update
July 2014

2014-15 Eadington Fellowship Application Cycle Open Until July 23

The Center for Gaming Research at the University of Nevada, Las Vegas (<http://gaming.unlv.edu>) invites academic faculty and graduate students to apply for the **2014-15 cycle** of William R. Eadington fellowships, which facilitate research into many aspects of both gambling and Las Vegas at UNLV Special Collections. Although primarily in English, the holdings include many texts in French, German, and Italian spanning the 17th to 21st centuries as well as manuscript collections, casino corporate archives, promotional and publicity files, and government publications.

The Center awards two kinds of Eadington fellowships.

- **Four-week Resident Fellowships** offer a \$3,000 stipend. Residencies for these fellowships can be scheduled to conclude **any time** before September 1, 2015—this includes the summer.
- **Two-week Visiting Fellowships** offer a \$1,500 stipend. These residencies can be scheduled **only** during the academic year (September 2014 to May 2015).

Get the pdf version of the [position description](#) | View a pdf of the [flyer](#)

New Paper: David T. Courtwright

The latest occasional paper has been posted:

Paper 26: June 2014

David T. Courtwright, "[Learning from Las Vegas: Gambling, Technology, Capitalism, and Addiction](#)"

ABSTRACT: Gambling has always led to addictive behavior in some individuals. However, the number and types of addicted gamblers have changed over time and in response to specific gambling environments. Recent work by historians, journalists, and anthropologists, reviewed in this paper, suggests that the situation worsened during the modern era, and that it has become worse still during the last half century. Technological, organizational, and marketing innovations have “weaponized” gambling, increasing both the likelihood that people will gamble and that they will gamble compulsively—a phenomenon with parallels to several other consumer products, including processed food, digitized games, and psychoactive drugs.

[View the paper here](#) (pdf)

Two Reports on Monthly Nevada Gaming Revenues

The Center released the [Nevada Gaming Statistics: May Comparison](#), which examines revenue trends for Statewide, Las Vegas Strip, Downtown Las Vegas, Boulder Strip, and Washoe County for the month of September for the past ten years.

In addition, the [Nevada Gaming Statistics: The Last Six Months](#) summary was updated with current information.

New report: Atlantic City May 2014 Summary

This is the latest in a series of monthly reports recapping the monthly statistical releases from the Division of Gaming Enforcement and providing a level of analysis not provided in the official release.

[Atlantic City May 2014 Summary](#)

May 2014 and Calendar Year Revenue Results

New Report: United States Online Gaming

With a few months of online gaming revenue stats out there and discussion about online play intensifying, I figured it was time to post a report with revenue figures from each of the three states with legal online gaming in the U.S. Here it is:

[United States Online Gaming](#)

Monthly statewide and national revenue data for online gaming

New Report: Pennsylvania Monthly Gaming Revenues

This new report breaks down the Pennsylvania gaming revenue numbers by property:

[Pennsylvania Casino & Racinos](#)

Slot, Table, and Total Revenues by Month, 2012-present

Updated Reports: Monthly Casino Revenues

The following reports were updated last month:

[Ohio Casinos: Monthly Revenues](#)

Table and Slot Machine Operating Statistics

[Maryland Casinos: Monthly Revenues](#)

Gross Terminal Revenue, Number of Machines, and Win/Unit/Day

[Connecticut Tribal Casinos: Monthly Slot Data](#)

Monthly Handle, Win, Promotional and Other Totals

[Florida Racinos: Monthly Slot Revenues](#)

Units, Credits In, Promotional Credits, Net Revenues, and Other Metrics

[Detroit Casinos: Monthly Statistics](#)

Revenues, Year/Year Change, and Market Share by Casino

William R. Eadington, 1946-2013

The gaming industry lost a major figure last year when Bill Eadington, director of the Institute for the Study of Gaming and Commercial Gambling at the University of Nevada, Reno, passed away. UNLV Libraries has set up a fund to rename the program the William R. Eadington Gaming Fellows, ensuring that “Eadington fellows” will be studying gambling and keeping his work alive for years to come. To contribute to the fund, please contact Libraries development director Tamara Michel Josserand at (702) 895-2239 or tamara.josserand@unlv.edu. To donate online, please [go to this page](#) and, in the scroll down menu, select “Eadington Fellows.”

Sharing Expertise with the Media

In June, Center Director David G. Schwartz spoke with approximately 29 print, online, radio, and television media contacts about a range of topics.

Getting in Touch

To learn more about the Center’s work, discuss how to get involved with supporting the Center, or simply share your comments, please contact director **David G. Schwartz**, 702 895 2242, or dgs@unlv.nevada.edu.

About the Center for Gaming Research

Located within Special Collections at UNLV’s state-of-the-art Lied Library, the Center for Gaming Research is committed to providing support for scholarly inquiry into all aspects of gaming. Through its website, <http://gaming.unlv.edu>, the Center offers several unique research tools and information sources.

About the University of Nevada, Las Vegas

UNLV is a doctoral-degree-granting institution of 28,000 students and 3,300 faculty and staff. Founded in 1957, the university offers more than 220 undergraduate, masters and doctoral degree programs. UNLV is located on a 332-acre campus in dynamic Southern Nevada and is classified in the category of Research Universities (high research activity) by the Carnegie Foundation for the Advancement of Teaching.